

**PRINTER RUSH**  
(PTO ASSISTANCE)

Application : 09603980 Examiner : Lesperance GAU : 2674  
From : NPB Location : IDC FMF FDC Date : 02/09/06

Tracking # : epm 09603980 Week Date : 12/19/05

DOC CODE	DOC DATE	MISCELLANEOUS
<input type="checkbox"/> 1449	_____	<input type="checkbox"/> Continuing Data
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**[RUSH] MESSAGE:**

Please provide missing application Number on page 6,  
line 6 (docket number is listed instead of Serial No.).

frankel

**[XRUSH] RESPONSE:** OK, rec'd 2/17/06

516-742-4343 NY Fraser 2/17 Mr. Frasier  
Mr. Frasier will get right on it and send INITIALS: TH

NOTE: This form will be included as part of the official USPTO record, with the Response document coded as XRUSH.

09/603,980

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## REPLACEMENT SHEET

09/603,980

part of a user cover dress, a wall, etc. A projector can be located in a camera or other embedded devices (watches, pda etc.) The above-mentioned application No. 09/079,754 provides an example of how a projector can project an image on a curved cover. Another patent application U.S. Patent No. 6,371,616 shows how projects can be placed in embedded devices.

The feedback can also provided on the display 102 where the user sees what text is generated when the user moves his or her hands. For example, a user can make a movement by a finger like he/she hits a key and he/she by a right hand sees that the letter "H" is printed. If a standard initial position for hands requires that a letter "J" was typed, the user can move his or her right hand slightly left in order to print the correct symbol. Similarly, the user can correct the position of the left hand.

The display 102 also can display a picture of the virtual keyboard, with images of the users hands that are captured by the camera 100. This image of the virtual keyboard can be presented from time to time to correct the user's basic position. This is illustrated in Figure 3. In this Figure, display 102 has a picture of a virtual keyboard 112 and captured images of the user's hands 111. This image shows the relative position of the user's hands over the keyboard. The picture of the keyboard can be small and placed in a corner of the display, in order to not disturb viewing of a textual data 113 on the display.